INSTRUCTION MANUAL

KARNOV™

Commodore 64™/128
5¼" DISKS
Joysticks Required

DATA EAST
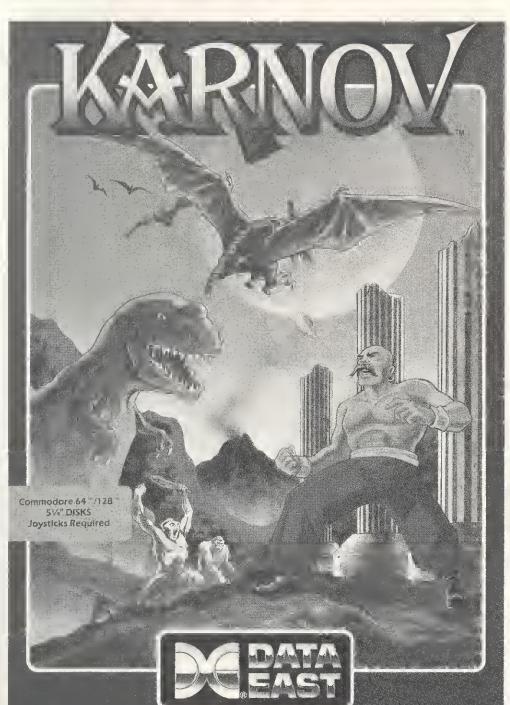
HOW TO PLAY *KARNOV*

OBJECTIVE

The story of Karnov begins in the peaceful village of Creamina, where the Treasure of Babylon has been kept for centuries, hidden away from the outside world.

The Treasure has been sought by Ryu, a huge and evil dragon, for thousands of years. But now, Ryu has discovered the secret of Creamina and descended upon the little village, accompanied by all of his demonic cohorts.

Ryu has made off with the Treasure, leaving his monstrous minions behind to terrorize the countryside. The helpless townsfolk have only one hope: Jinborov Karnovski, otherwise known as Karnov, a one-time circus strongman with a unique talent for shooting fireballs.

Only Karnov can find a way through the monster-infested countryside, to seek out the evil Ryu and regain the Lost Treasure of Babylon for his people!

HOW TO PLAY

Karnov begins each game with three lives. If he is hit once, he turns blue. If he is hit again while he is blue, he loses a life. But if Karnov picks up a Super Fireball while he is blue, he will be restored to his normal color.

Picking up Super Fireballs also increases Karnov's firepower. Collecting two Super Fireballs will enable him to shoot double fireballs, and collecting three will enable him to shoot triple fireballs.

OPTIONS

There are ten Options available throughout all the levels. Collect them to use during key moments of the game or when needed. Certain Options can be collected and inventoried. An Option will flash when it can be used.

Boots: Doubles Karnov's jumping power. This Option loses its effectiveness over a period of time, but it can be stocked.

Bomb: Not just for defeating enemies, but also for destroying certain obstacles and walls. It can be stocked.

Ladder: Use it to reach an Option positioned in a high place, or to avoid an enemy's attack.

Boomerang: Gives you extra attacking power. You can use it again if you catch it when it returns. It can be stocked.

Clapper: This will destroy every enemy on the screen at one time (except for the Boss Enemy in each Stage). It can be stocked.

Glasses: Allows you to see and retrieve hidden Options.

Swimming Mask: This will allow you to go faster underwater in Stage 5, a swimming scene.

Wings: Use them when you fall from a high place. You will need them continuously in Stage 8, a flying scene. They can be stocked.

Shield: Protects Karnov from an enemy's attack up to five times.

K Mark: You will receive one extra life when you collect fifty of these.

IBM* INSTRUCTIONS

SYSTEM REQUIREMENTS

For playing on an IBM PC/XT/AT or 100% compatible, KARNOV requires:
- 512K RAM or 640K Tandy 1000.
- Single 5.25" or 3.5" floppy disk drive.
- Enhanced Graphics Adapter (EGA) with 64K RAM, or Hercules, or Tandy 1000 Graphics Mode.
- Monitor (RGB, or monochrome graphics).
- Joystick (optional, but strongly suggested).

GETTING STARTED
- Turn on your monitor.
- Turn on the computer.
- Insert the KARNOV disk in drive A and boot the machine.

GENERAL CONTROLS

1	Toggle number of players (1 or 2).
2	Toggle joystick/keyboard control.
3	Toggle music on/off.
4	Toggle sound on/off.
Q	Quit Karnov.
<ESC>	pause game (<ESC> again to restart).

The screen will contain four icon-like symbols that correspond to the current configuration of the game. (ie. one/two players, keyboard/joystick, music enable, and sound enable). The symbols will be changed whenever the user toggles them to reflect the current status of configuration.

Should there be a problem with the screen-type detection logic the user can hold down either of the <SHIFT> keys while the game is loading and they will be asked for the display type they are using instead of the program auto-detecting it.

JOYSTICK CONTROLS

Stick	Controls direction. Pushing stick up causes Karnov to jump, if there is nothing to climb at that point.
Button 1	Fire.
Button 2	Use option.

KEYBOARD CONTROLS

Numeric Pad	Controls direction. Pushing up button ("7", "8", or "9") causes Karnov to jump, if there is nothing to climb at that point.
X or <SPACE>	Fire.
Z	Use option.

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